Accessing Entire Operations Master Resources

This subsection covers the following topics:

- Handling Entire Operations Master Resources
- Description of the Function Codes

Handling Entire Operations Master Resources

You can handle master resources with the following statement:

```
CALLNAT 'NOPURS1N'
P-FUNCTION P-RC P-NODE P-RESOURCE P-TYPE P-INIT-QTY P-USED-QTY
```

Meaning of the parameters:

| Parameter | Format | Usage | | |
|------------|--------|--------|--|---------------------------------------|
| P-FUNCTION | A01 | in | Function code: | |
| | | | A | Add a resource. |
| | | | D | Delete a resource. |
| | | | M | Modify a resource. |
| | | | Т | Test a resource. |
| P-RC | N03 | out | Return code: | |
| | | | 0 | Function ok; resource found. |
| | | | 1 | Resource not found. |
| | | | 2 | Resource already exists. |
| | | | 3 | Inconsistent values. |
| | | | 4 | Initial quantity may not be modified. |
| | | | 101 | Invalid function code. |
| | | | 102 | Resource name missing. |
| P-NODE | N03 | in | Not used; use constant with value=0. | |
| P-RESOURCE | A20 | in | Name of the resource. | |
| P-TYPE | A01 | in | Type of resource (only for FUNCTION = ‡AŸ) | |
| | | | N | Not quantitative. |
| | | | R | Quantitative, re-usable. |
| | | | U | Quantitative, not re-usable. |
| P-INIT-QTY | P7.2 | in/out | Total quantity. | |
| P-USED-QTY | P7.2 | in/out | Currently used quantity. | |

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Description of the Function Codes

Meaning of the function codes:

| Code | Description |
|------|--|
| A | Adds a new resource definition. You must give values for P-TYPE, P-INIT-QTY and P-QTY. |
| D | Deletes a resource definition. |
| M | Used to modify the values P-INIT-QTY. |
| Т | Returns the current values of P-INIT-QTY and P-QTY. |

Note:

- Before using **M** for modifications, you should use **T** to read the present values (unless you want to enter an absolute value).
- The currently used amount of a resource can no longer be modified directly. You must perform a resource allocation or deallocation with the API NOPURE1N to modify the currently used resource amount.